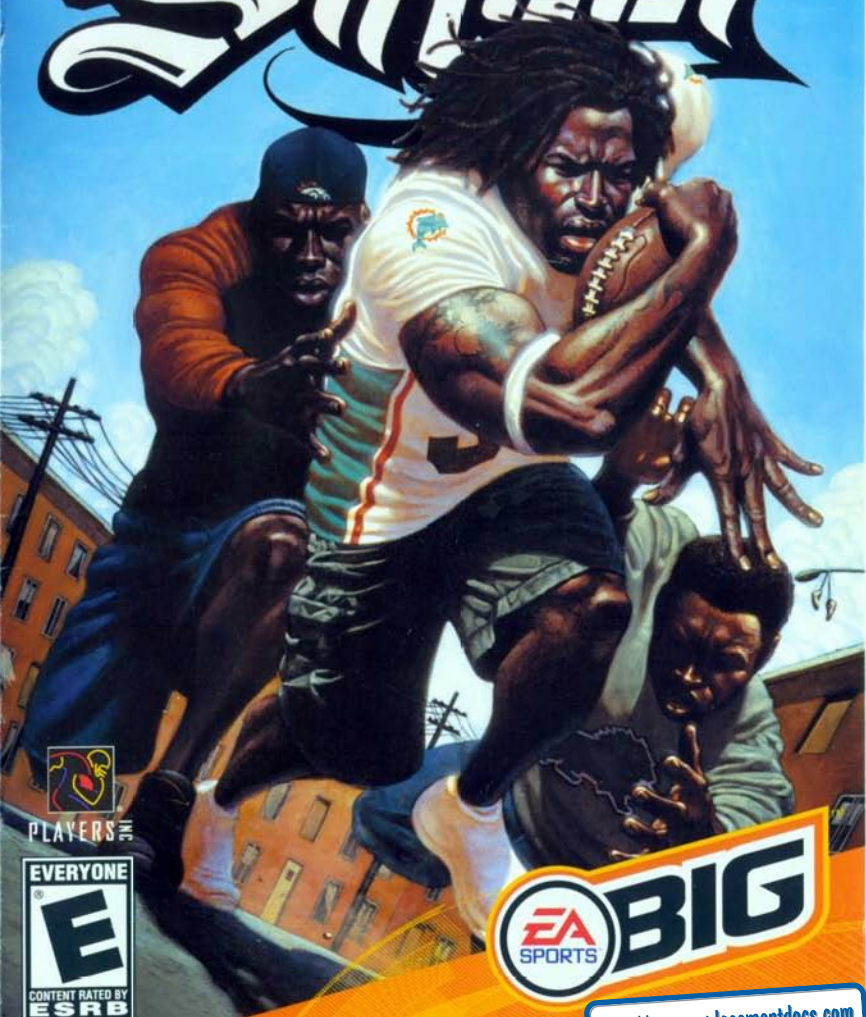


XBOX

NFL STREET



PLAYERS IN

EVERYONE
E
CONTENT RATED BY
ESRB

EA SPORTS BIG

<http://www.replacementdocs.com>

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

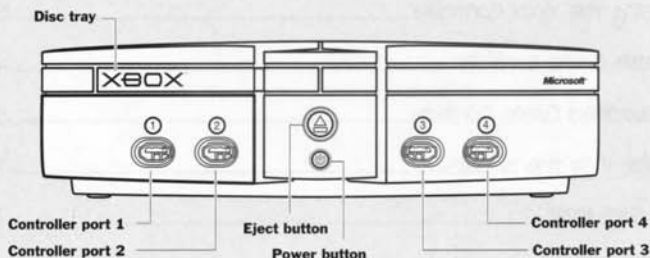
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

Contents

Using the Xbox Video Game System.....	2
Using the Xbox controller.....	3
Basic Game controls.....	4
Advanced Game controls.....	5
Take it to the streets.....	7
main menu.....	7
quick game.....	7
options.....	10
On the Field.....	11
game screen.....	11
game tips.....	11
pause menu.....	13
Other Game Modes.....	14
pickup game.....	14
NFL challenge.....	14
Features.....	18
Auto Save/Load.....	18
Limited 90-day Warranty.....	19

Using the Xbox™ Video Game System



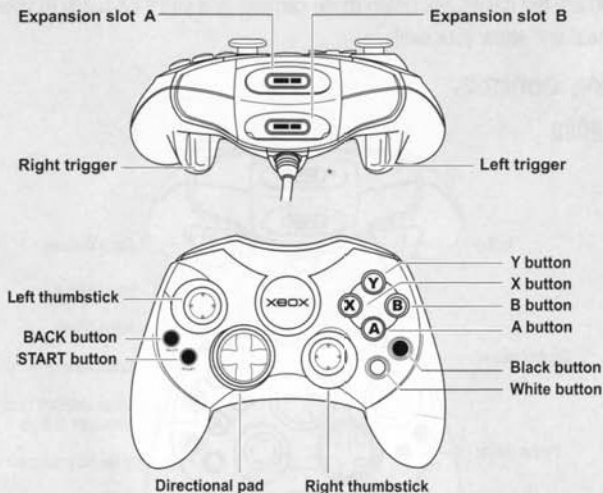
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *NFL STREET* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *NFL STREET*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox™ controller



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NFL STREET*.

For more information on *NFL STREET* and other EA SPORTS BIG™ titles, visit EA SPORTS BIG on the Web at www.easportsbig.com.

Basic Game controls

These are the basics, yo. Learn these controls and you'll be ready to take the field and show your skills.

Game controls

OFFENSE



DEFENSE



DEFENSIVE POWER MOVE

Need to force a turnover? Pull **L** + **X** when you have a clear path to the ball carrier. The more squarely and forcefully you hit him, the more likely he'll lose the ball.

Note: If you try a defensive power move and miss, you'll be way out of position to make a play.

Advanced Game Controls

Master these controls and you'll be ready to walk the walk to back up all your talk.




Stylin' Moves

Get your style on	L (pull and hold)
Stylin' pitch	L (pull and hold) + Y
Stylin' hurdle/dive	L (pull and hold) + X
Stylin' juke/spin	L (pull and hold) + B
Stylin' pass	L (pull and hold) + X , Y , or B
Signature style moves (> p. 11)	L (pull and hold) + Click Left thumbstick + Right thumbstick (↑ / ↓ / ← / →), X or B






TIP: Even though you score big points by stylin' near a defender, be careful—stylin' also increases your chances of fumbling if you're hit.

Audibles- Offense

Audible	L (pull before the snap)
Make the running back block then release into a pass pattern (on passing play only)	
Send all your receivers on streak patterns	
Call a run play for the snap recipient (usually the quarterback)	
Cancel the audible	Y

Audibles - Defense

Audible	L (pull before the snap)
Put your secondary and linebackers into zone coverage	
Send your linebackers on a blitz while your secondary plays man to man	
Go into man-to-man defense with two deep coverage	
Cancel the audible	Y

Take it to the streets

On the street, there are no helmets. There are no offensive specialists. There are only serious playaz, who play both sides of the ball.

Main Menu

From the Main menu, jump right to the action, choose your gameplay options, access the features, and much more.

Pick the type of game you want to play

Adjust your gameplay options



Edit your created team, check out stats and high scores, view tutorials, and choose music from the Jukebox soundtrack

Check out the making of *NFL STREET*, and view credits and previews

Quick Game

Show your style and make some huge hits with nothing on the line but bragging rights. Select two teams and leave it all on the field.

TO PLAY A QUICK GAME:

- From the Play It menu, select QUICK GAME. The Select Controller screen appears.

SELECT CONTROLLER SCREEN



- ▶ From the Select Controller screen, pick or create a User ID (➤ p. 10), then decide if you want the ball first. From here, advance to the Select Teams screen.
- Up to four players can play a multiplayer game, with a maximum of two players per team. Only one User ID can be used per team.

SELECT TEAMS SCREEN



- ▶ From the Select Teams screen, choose the teams that will battle it out on the streets.

SELECT TEAMS SCREEN



1. Pick your starting seven from the list of players or let the game select them for you by selecting AUTO PICK.
2. Choose READY to start playing, or select LINEUPS to assign your players to positions on both sides of the ball.

EA BIG TIP: Remember that everybody plays offense and defense. A great running back might not be a very good linebacker, but a huge defensive lineman could be a good blocker on the offensive side of the ball.

SELECT FIELD SCREEN



► Pick a playing field to dominate. It's game time.



TIP: Each field has its own personality, which should alter your strategy when you play on it. For example, in the Pit, the muddy field makes juking and spinning risky, while the West Coast's sand makes it way harder to get up to speed. You also need to pay attention to field dimensions. On a narrow field, a power running game between the tackles is a good tactic; while on a wide field, speed-running and passing attacks might be the best strategies.

Winning

It doesn't matter if you win or lose—it's how you play the game. Yeah, right. Winning is everything.

You win by either reaching the play-to score or by being the first team to hit a certain amount of Style Points. Use the Options menu to choose which type of game you want to play.

User ID

Don't let all your accomplishments go to waste. Create a User ID and use it every time you play to keep track of your teams and players, rewards, and statistics.

Options

There are a lot of options you can adjust before trying to own the streets. They're easy to figure out, but if you're not sure what an option means, highlight it and read the description on the bottom of the screen.

On the Field

Think you've got game? Let's see about that.

Game Screen



Game Tips

On the playground, everybody plays both sides of the ball in this intense 7-on-7 showdown. That means your skinny quarterback might be a great passer, but he'll probably get run over on defense.

Stylin'

In *NFL STREET*, stylin' is what separates the players from the Playaz. The more stylin' you do, the more you show off your game, but more importantly, the more Style Points you earn.

- Style Points are huge in *NFL STREET*. Get enough of them to fill your GameBreaker Meter (> p. 12) and you get a GameBreaker.
- In a Style Point Challenge (> *Options* p. 10), the first player to a certain number of points wins.

Note: In a Style Point Challenge, each offensive possession begins with the same field position to give you plenty of room to rack up those points.

GameBreakers

Earn enough Style Points and you're rewarded with a GameBreaker. GameBreakers ... well, what do you think they do? GameBreakers break the game wide open. On offense, you're almost guaranteed a touchdown. Defensively, you can easily create a turnover.

- You earn GameBreakers by showing your skills, racking up some Style Points, and filling your GameBreaker Meter.
- ▶ After earning the points, activate your GameBreaker by pressing **X** before the play begins to start going off.

Note: When your opponent has an active GameBreaker, you can cancel it by activating one of your own. In this situation, your GameBreaker is also cancelled.

Bluff mode

When you want to keep your opponents from seeing which play you've picked, you can fake them out using Bluff mode.

- ▶ When selecting a play, press **Y** to select a play, then keep scrolling to throw off your opponent and press the **A** to exit the Playcall screen. The last play you pressed **Y** on is the play selected.

Note: All the sound effects are the same so there is no way for another user to recognize what play was called.

- When the team captain selects a play during a two-player cooperative game, the teammate's controller vibrates to indicate which play was selected. This is very important in Bluff mode to keep teammates on the same page.

Instant Replay

Sometimes your moves are so sweet you'll want to watch them again ... and again.

1. Press **Y** after a play to view the replay from the previous play.
2. During the replay, press **X** to turn slow motion ON/OFF, press **Y** for a different camera angle, and press **B** to cancel the replay.

Pause Menu

We know. It's rough out there. Press **○** to access the Pause menu and chill until you're ready for more.

- From the Pause menu, you can check out and adjust your lineup, change some of your options, review the controller layout, or quit the game and return to the Main menu.

Note: In NFL Challenge mode (> p. 14), you can review the status of your challenge in the Pause menu.

Other Game Modes

Play a pickup game full of NFL stars, or take on the league for a chance to unlock rewards for your team.

Pickup Game

Pick teams from a pool of current NFL players and old-school legends like Walter Payton and Barry Sanders. A Pickup Game is similar to a Quick Game, so follow the instructions on p. 7 to get yourself on the field.

NFL Challenge

It's time to take on the big boys. Go head to head against NFL teams to unlock rewards and develop your team into a playground powerhouse.

creating a Team

Before you start competing with the best, you need to build a team from the ground up.

- You can choose a preset roster type or build a customized team with Development Points (> p. 15).

TO CREATE A TEAM:

- ▶ Choose NFL CHALLENGE from the Play It menu. Create a User ID, and then choose the details of your team, players (> p. 15), and gear (> p. 16).

CHALLENGE LOCATIONS SCREEN

Field name and location, and the name of the division

Edit your team's information and give your players life by developing their on-the-field attributes and choosing their gear.



The division's teams

Development Points

The only way to make your players better is with Development Points.

They're used to increase your players' ten key attributes (➤ p. 16).

You earn Development Points by winning challenges (➤ p. 17), so get busy and use them wisely.

Editing and Developing Players

Strategy comes into play when you edit and develop your players. Every Development Point spent on a certain attribute can go a long way in improving players' skills and winning you games.

TO EDIT/DEVELOP A PLAYER:

1. Pick PLAYER EDIT from the Team Editor screen.
 2. Select the player you want to develop.
 3. Choose his name, position, body height and weight, attributes (➤ p. 16), and more.
- A player's height and weight are very critical to the way he performs on the field. If you want a tall receiver that can jump over a defender or a massive offensive lineman, it's gonna cost you some serious Development Points.
 - Use the Signature Style category to pick the player's four signature style moves. When you really want to rub it in, show your dominance with one of these preset moves (➤ *Advanced Controls* on p. 5).

ATTRIBUTES

Pick your players' attributes wisely if you want to them to grow into playground legends. These are the ten player attributes and a description of what they affect:

Passing	The speed and accuracy of passes
Speed	How fast a player runs
Blocking	Run- and pass-blocking ability
Agility	Jumping ability and the speed of jukes and spins
Catching	Pass-and pitch-catching ability
Run Power	Ability to break tackles
Carrying	How often a player fumbles
Tackling	Tackling ability and the accuracy of pursuit angles
Coverage	Defensive coverage skills and reaction to the ball on passes, which leads to interceptions
D-Moves	Ability to get through, around, and by blockers



TIP: Make sure players have the right skills for their positions. For example, quarterbacks need solid passing; wide receivers and defensive backs should have good speed, good agility, and coverage; and linemen need both blocking (for offense) and D-Moves (for defense). It also pays off to make all your players good tacklers since everyone plays defense.

GEAR

Not only does what a player wears make him look good on the field, it can also boost his attributes. Use the Gear category to select your player's getup.

- You need to win challenges (➤ p. 17) to unlock Impact Gear like super-fast shoes that make your players quicker, or armored shoulder pads to increase tackling ability. Impact Gear is the only way to increase attributes beyond Level 20.

NFL Division Ladders

Put your team to the test by matching up against seven of the best players each NFL team has to offer. When you beat all the teams in a divisional ladder, you earn 800 Challenge Tokens to use in NFL Challenge mode (➤ below), and you unlock another division and playing field. You win the championship by defeating every team in the NFL.

TO BEGIN AN NFL CHALLENGE:

- ▶ After selecting your team, player, and gear, pick the division you want to take on.
- ▶ Choose to enter NFL Challenge mode (➤ below) or go for the gold now by defeating every team in the division in a game to 36.

NFL Challenge Mode

Spend your Challenge Tokens and earn rewards for your team including Development Points, new plays, Impact Gear, and a chance to add NFL players to your squad.

The harder the challenge, the bigger the reward. You have to spend a lot of tokens to get the goods, but if you win, the payoff is worth it.

For example, you need to drop 760 tokens for a chance to add an NFL player to your team, whereas an Impact Gear challenge only costs you 80–200 tokens, and a shot at Development Points could require you to kick down anywhere from 20–160 tokens.

Note: If you lose a challenge, keep trying until you win. It doesn't cost you any more tokens.

CHALLENGE SCREEN



EA BIG TIP: Here's your chance to strategize, dawg. You might want to add proven players to your squad by picking up an NFL player or two in addition to using Development Points to build your created players. One thing to remember is that you can't use Development Points to improve the NFL players.

Features

Edit your team, review tutorials, check out high scores and user stats, and decide what beats are going to pump you up during the game.

JUKEBOX

Legendary turntable masters The X-ecutioners are in the house. And they're not the only ones. Time to turn up the bass and wait for the neighbors to start complaining.

Auto Save/Load

Your Xbox Hard Disk automatically stores all your information like User IDs, created team and players, and stats. All new information is stored to the Hard Disk. All loaded information is saved back to its original location.

Note: To save to an MU, select **OPTIONS** (> p.10) from the Main menu, turn **Auto Save OFF**, then select **SAVE ALL** and press **A**. Select the location to save to and press **A**.



Limited 90-day Warranty

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

Need a Hint? Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-329-HINT (4468). \$1.99 per minute.

In CANADA, dial 900-451-4873. \$1.99 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

EA TECH SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City Ca 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the United Kingdom, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

GET IN THE GAME

**WANT TO JOIN THE #1 INTERACTIVE
ENTERTAINMENT COMPANY?**

VISIT EA RECRUITER AT [HTTP://JOBS.EA.COM](http://JOBS.EA.COM).

STILL A STUDENT?

CHECK OUT EA ACADEMY AT [HTTP://EAACADEMY.EA.COM](http://EAACADEMY.EA.COM).



This product contains Font Software licensed from Agfa Monotype Corporation and its suppliers, which may not be distributed, copied, reformatted, reverse engineered, or decompiled for any purpose. You may transfer the Font Software as part of the product to a third party provided that (i) the third party agrees to all the terms of this agreement and (ii) you have destroyed all copies of the Font Software in your custody or control, including any installed in your computer, immediately upon transferring such product. The Font Software is also protected by copyright and any copying or distribution of the Font Software, with or without the product, constitutes both copyright infringement and a theft of valuable property. You acquire no right, title or interest in the Font Software except the personal right to use such software, consistent with this agreement, as part of the product when installed in your computer. All rights reserved.

To see Agfa Monotype's complete Font software End User License Agreement please go to their website www.agfamonotype.com.



The Bua logo and name are trademarks of Bua Incorporated.

Front and back cover illustrations by Kadir Nelson.

Software and Documentation © 2004 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. © 2004 NFL Properties LLC. Team names/logos are trademarks of the teams indicated. All other NFL-related trademarks are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com. © 2004 PLAYERS INC. Microsoft, Xbox and the Xbox Logos are either trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. Dolby and the double-D symbol are trademarks of Dolby Laboratories.

All other trademarks are the property of their respective owners.

EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands.

Proof of Purchase
NFL STREET
1473805



0 14633 14738 4

SSX3

IN STORES
NOW



Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

© 2003 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners. EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands. 1473805

